

## ABSTRACT OF THE DISCLOSURE

A method and apparatus for mapping a texture to a surface of a computer generated object dependent upon the geometric shape of the object. The method includes the steps of approximating a true pixel color by performing a number of texturing operations and averaging the results of the texturing operations. The apparatus including a texturing unit comprising a control unit for determining a set of  $N$  footprint textel locations, a RAM for determining  $N$  sets of textel values with each set of textel values being associated with one footprint textel location, an interpolator for interpolating the  $N$  sets of textel values for each textel location, and an averaging unit for determining an average value from the interpolated values for each textel location.